

GAME INTERACTION IN 3-D GAMING ENVIRONMENTS

ABSTRACT OF THE DISCLOSURE

5 A gaming machine is described having a gaming controller operable to control one or more games of chance played on the gaming machine. A memory stores 3-D data corresponding to a 3-D gaming environment. Gaming logic renders a plurality of images of the 3-D gaming environment for presentation on the machine's display. The images depict manipulation of one or more aspects of the 3-D gaming
10 environment by a user. A user interface provides user input to facilitate the manipulation of the one or more aspects of the 3-D gaming environment by the user.